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Claims:

1. A computerized method of virtual flowbench simulation of fluid flow interaction with an object described in at least one design file, comprising:

Receiving user-defined input via a user interface, the user-defined input including a specification of the at least one design file;

accessing the at least one design file;

accessing a generic template describing basic geometries of the object, and modifying the basic geometries of the object with the at least one design file;

automatically generating surface and volume mesh in the object;

automatically simulating fluid flow interaction with the object and measuring and storing predetermined data parameters;

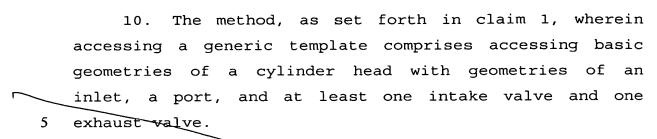
automatically checking the predetermined data parameter measurements to determine whether steady state has been reached and whether a predetermined maximum number of time steps has been reached;

automatically terminating simulation in response to one of steady state being reached and the predetermined maximum number of time steps being reached; and

generating an output of predetermined data parameter measurements.

- 2. The method, as set forth in claim 1, wherein accessing the at least one design file comprises accessing a solid model of a valve design.
- 3. The method, as set forth in claim 2) wherein receiving user-defined input further comprises receiving a selection of engine cylinder head valve study.

- 4. The method, as set forth in claim 2, wherein accessing a generic template comprises accessing basic geometries of a cylinder head, and modifying the basic geometries of the cylinder head with the solid model of the valve design.
- 5. The method, as set forth in claim 2, wherein receiving user-defined input comprises receiving a number of valves in the cylinder head.
 - 6. The method, as set forth in claim 2, wherein receiving user-defined input comprises receiving a selection of intake or exhaust valve.
 - 7. The method, as set forth in claim 2, wherein receiving user-defined input comprises receiving an indication of which of the intake or exhaust valve moved during simulation.
 - 8. The method, as set forth in claim 1, wherein receiving user input further comprises receiving a selection of engine cylinder head port study
- 9. The method, as set forth in claim i, wherein receiving user input further comprises receiving simulation parameters.



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11. The method, as set forth in claim 1, wherein accessing a generic template comprises accessing a definition of a data measurement region, simulation parameters, and mesh region scaling and resolution.

12. A computerized method of virtual flowbench simulation of fluid flow interaction with a part in a chlinder head described in at least one design file, comprising:

Receiving user-defined input via a graphical user interface, the user-defined input including specification of the at least one design file;

accessing the at least one design file;

accessing a generic template describing basic geometries of the cylinder head, and modifying the basic geometries of the cylinder head with the part defined in the at least one design file;

automatically generating surface and volume mesh in the modified cylinder head geometry;

automatically simulating fluid flow interaction with the modified cylinder head and measuring and storing a mass flow data through inlet, port and outlet and around a valve displaced a predetermined distance inlet;

checking \ the mass flow data to automatically determine whether steady state has been reached whether a predetermined maximum \number of time steps has been reached;

automatically terminating simulation in response to one of steady state being reached and the predetermined maximum number of time steps being reached; and

generating an output.

The method, as set forth in claim 12, wherein input further comprises\ receiving 30 receiving user indication of whether a valve design or a port design is being simulated.

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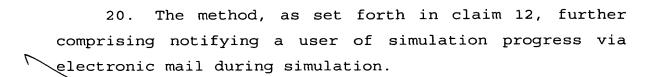
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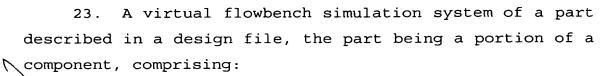
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- 14. The method, as set forth in claim 12, wherein accessing the at least one design file comprises accessing a solid model of a valve design and receiving user input further comprises receiving a selection of engine cylinder head valve study.
- 15. The method, as set forth in claim 14, wherein accessing a generic template comprises accessing basic geometries of a cylinder head, and modifying the basic geometries of the cylinder head with the solid model of the valve design.
- 16. The method as set forth in claim 14, wherein receiving user-defined input comprises receiving a number of valves in the cylinder head and a selection of intake or exhaust valve.
 - 17. The method, as set forth in claim 12, wherein receiving user input further comprises receiving a selection of engine cylinder head port study.
- 18. The method, as set forth in claim 12, wherein accessing a generic template comprises accessing basic geometries of a cylinder head with geometries of an inlet, a port, and at least one intake valve and one exhaust valve.
- 19. The method, as set forth in claim 12, wherein accessing a generic template comprises accessing a 30 definition of a data measurement region, simulation parameters, and mesh region scaling and resolution.

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- 21. The method, as set forth in claim 12, wherein generating the output comprises generating a movie showing fluid flow in the cylinder head and through the port, inlet and outlet, and around the valve.
- 22. The method, as set forth in claim 12, wherein generating the output comprises generating a graphical plot of the mass flow data measured during simulation.



a graphical user interface operable to receive userdefined input specifying the design file, the type of part to be simulated, and other simulation parameters;

a generic template describing basic geometries and boundary conditions of the component;

an autogridding process operable to automatically generating surface and volume meshes in the component with the part described in the user-specified design file:

a computational fluid dynamic simulation process operable to automatically simulate fluid flow in and around the component and measuring data;

a controller operable to monitor the computational fluid dynamic simulation process and issue simulation progress reports, the controller further operable to terminate the simulation process when a steady state in measured data is reached or when a predetermined maximum time step is reached; and

a measurement data output process operable to format and output the measured data in a user-specified representation.

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24. The system, as set forth in claim 23, wherein the generic template describes the basic geometries of a cylinder head having a predetermined number of intake valves, a predetermined number of exhaust valves, port configuration, and inlet and outlet.